

Smartbox

Lesson 2.5

Adding a sound to a cell

In grid you can create cells which plays sounds or add a command to play a sound to an existing vocabulary cell. You can select from library of sound effects, use a sound file or record a sound to use.

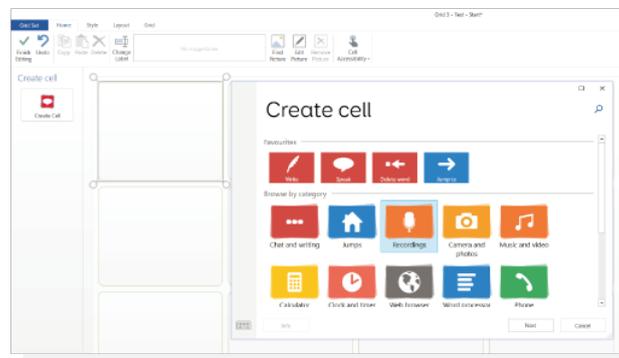
Grid supports:

- .wav
- .mp3
- .mp4
- .wma

Using a sound from the effect library

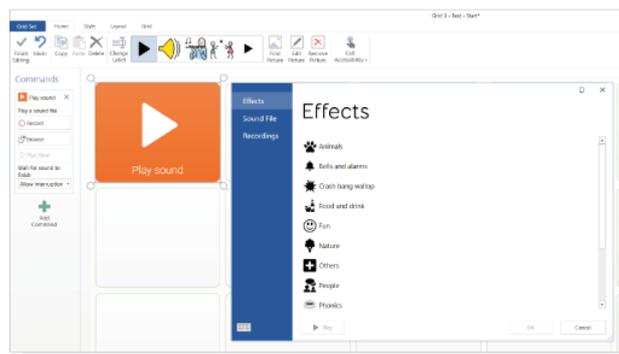
Go to Edit mode by pressing F11 or using the drop-down menu in the top left and selecting Edit Grid.

In Edit mode, select **Create cell > Recordings**



Select **Play sound** command.

From the left-hand side of the screen, select **Browse**.

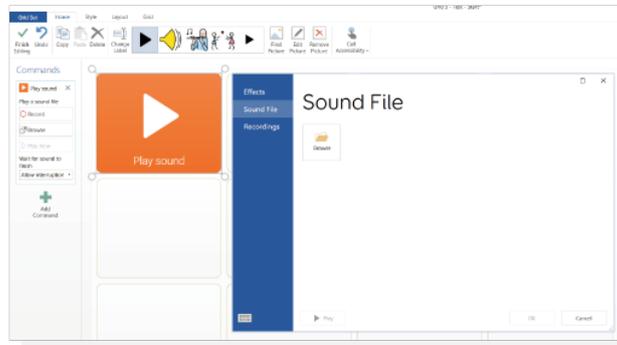


The sounds are divided by category. (Highlight and select **Play** to preview). Select the desired sound and select **OK** to add.

Using an existing sound file

Highlight the cell you would like to add a sound to.

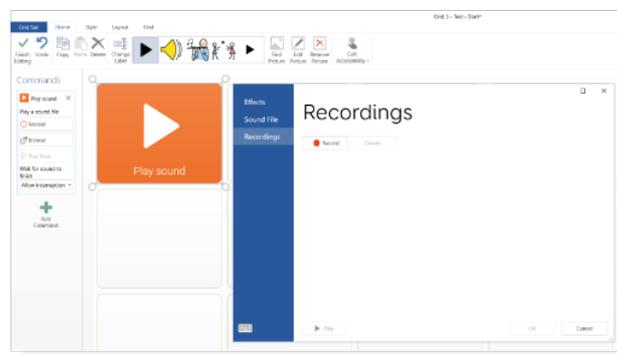
Select **Create cell > Recordings > Play sound**.



Select **Browse**, then select **Sound file**. This will open the file management system for the computer or device Grid is being used on. Navigate to the sound file and, once selected, click **OK** to add to the cell.

Record a new sound file

To record a single sound file for a cell, you can use the built-in microphone on your computer or device. Select **Play sound > Browse** and then select **Recordings**.



To start the recording, click **Record**. **Stop recording** when done. **Play** now allows you to preview the sound before adding it to the cell.

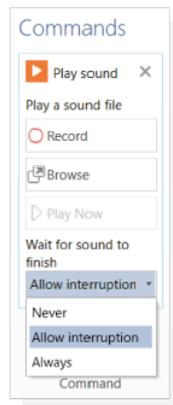
Recording a bank of sounds

Multiple sound effects can be easier to create in one go. Select **Browse > Recordings**. Repeat the process as you would for creating a single sound and repeat as many times as you have sounds.

This bank of recordings will now be available for use on other cells by selecting **Browse > Recordings**.

Tip: you can rename your recordings by highlighting and clicking on the name. Type the new name and press enter.

Play options



- **Allow interruption** - other sounds and speech can interrupt the sound
- **Never** - the sound will always be interrupted by any other sound on the device
- **Always** - the sound will never be interrupted